33. A computer device for driving multiple displays of different types using formats designed for raster displays, said device comprising:

means for linking generated code from said formats to a standard graphics library;

means for driving a plurality of displays of different types with a single display routine, said plurality of displays comprising stroke displays, raster displays, and hybrid displays, wherein said hybrid displays comprise stroke and raster displays, from output of said graphics library; and

means for dynamically switching between said displays in real time.

38. A computer device for driving a hybrid stroke/raster display using formats designed for raster displays, said device comprising:

means for linking generated code from said formats to a standard graphics library;

driving said hybrid stroke and raster display with a single display routine; and

means for providing stroke and raster display inputs from output of said graphics library.

43. A method for driving multiple displays of different types using formats designed for raster displays, the method comprising the steps of:

linking generated code from the formats to a standard graphics library;

driving a plurality of displays of different types with a single display routine, the plurality of displays comprising stroke displays, raster displays, and hybrid displays, wherein the hybrid displays comprise stroke and raster displays, from output of the graphics library; and

dynamically switching between the displays in real time.

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33. A computer device for driving multiple displays of different types using formats designed for raster displays, said device comprising:

means for linking generated code from said formats to a standard graphics library;

means for driving a plurality of displays of different types with a single display routine, said plurality of displays comprising stroke displays, raster displays and hybrid displays, wherein said hybrid displays comprise stroke and raster displays, from output of said graphics library; and

means for dynamically switching between said displays in real time.

34. The device of Claim 33, wherein said graphics library comprises an OpenGL graphics library.

35. The device of Claim 33, wherein said formats comprise generated code formats.

36. The device of Claim 33, wherein said driving means comprise stroke video drivers using occlusion memory.

38. A computer device for driving a hybrid stroke/raster display using formats designed for raster displays, said device comprising:

means for linking generated code from said formats to a standard graphics library;

driving said hybrid stroke and raster display with a single display routine; and

means for providing stroke and raster display inputs from output of said graphics library.

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39. The device of Claim 38, wherein said graphics library comprises an OpenGL graphics library.

40. The device of Claim 38 further comprising stroke video drivers using occlusion memory.

41. The device of Claim 38 further comprising means for dynamically switching between stroke and raster video drivers in real time.

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42. The device of Claim 38, wherein said formats comprise generated code formats.

43. A method for driving multiple displays of different types using formats designed for raster displays, the method comprising the steps of:

cont'd

linking generated code from the formats to a standard graphics library;

driving a plurality of displays of different types with a single display routine, the plurality of displays comprising stroke displays, raster displays and hybrid displays, wherein the hybrid displays comprise stroke and raster displays, from output of the graphics library; and

dynamically switching between the displays in real time.

44. The method of Claim 43, wherein the linking step comprises linking to an OpenGL graphics library.

45. The method of Claim 43, wherein the linking step comprises linking generated code.

46. The method of Claim 43, wherein the driving step comprises employing stroke video drivers using occlusion memory rather than raster masking.

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48. A method for driving a hybrid stroke/raster display using formats designed for raster displays, the method comprising the steps of:

linking generated code from the formats to a standard graphics library;

driving the hybrid stroke and raster display with a single display routine; and

providing stroke and raster display inputs from output of the graphics library.

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49. The method of Claim 48, wherein the linking step comprises linking to an OpenGL graphics library.

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50. The method of Claim 48 further comprising the step of providing stroke video drivers using occlusion memory.

51. The method of Claim 48 further comprising the step of dynamically switching between stroke and raster video drivers in real time.

52. The method of Claim 51, wherein the linking step comprises linking generated code.

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